Franklin®

HW-1216

Children's Speller & Dictionary

User's Guide

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Key Guide

Toggles between writing words in cursive script and manuscript printing.

Goes to the calculator and Math Tutor.

Shows the Games menu which includes the Language Tutor.

Lets you use your word list, change settings, enter your name or view a demonstration.

Shows help messages.

Turns the dictionary on or off.

Types a *?* to stand for a missing letter in a word, or shows Confusables®. With **SHIFT**, types a ✻ to stand for zero, one or more letters in a word.

Shifts the keys to type capital letters.

Erases a letter, backs up to the previous screen, or turns off the highlight in definitions.

Enters words, starts the highlight in definitions, or selects items.

Clears the most recently entered word.

Moves up, or makes the screen darker at the *Enter a word* screen.

Moves down, or makes the screen lighter at the *Enter a word* screen.

Moves the cursor or text to the left.

Moves right, or types a space.

Getting Started

Before you start, you should install new batteries and adjust the screen contrast. **Note**: Replace the batteries when the screen contrast is too light even after adjustment. When you remove batteries, stored information is erased. Please have a small screwdriver at hand before you follow the steps below.

1. **Turn the unit off and turn it over.**
2. **Unscrew the back cover and slide it off in the indicated direction.**
3. **Install four AAA batteries.**
4. **Replace the back cover and screw.**
5. **Press ON/OFF.**
   The first time you turn on this dictionary, you are asked to enter your name.
6. **Type your name as you want it to appear in this dictionary. Or press ENTER if you do not want your name to appear.**
   To type a space, press ▷. The first letter of each word you type in your name will automatically appear as a capital.
7. **Press ENTER.**
8. **Press △ or ▽ repeatedly to make the screen lighter or darker.**
   Note: You can make the screen lighter or darker only when *Enter a word* is on the screen.

RETAIN FOR FUTURE REFERENCE: Use batteries only of the same or equivalent type, inserted with the correct polarity, as recommended in this manual. Exhausted batteries should be removed. Do not mix old and new batteries or batteries of different types. In addition, the supply terminals should not be shorted.

✓ Seeing a Demonstration

You can see a brief demonstration by first pressing **LIST** and then pressing ▽ until you see *See Me Work*. Then press **ENTER** to see the demonstration. To stop the demonstration, press **CLEAR**.

✓ Changing the Name

You can enter your name or nickname so that it appears when you turn on the dictionary or win a game. To enter or change the name, first press **LIST** and then press ▽ until you see *Enter Your Name*. Then press **ENTER** and use **BACK** to erase the letters. Type your name or nickname as you want it to appear and then press **ENTER** again.

✓ Help is Always at Hand

You can view a help message at almost any screen by pressing **HELP**. To go back to where you were, press **BACK**.

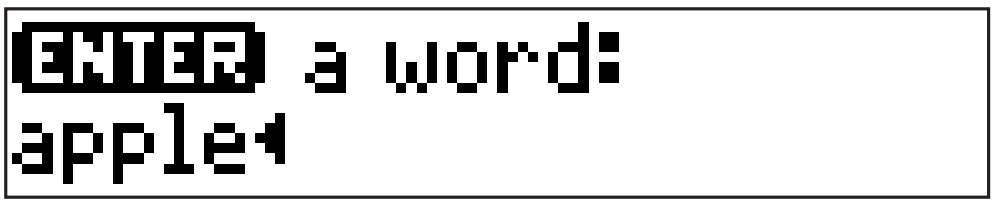
✓ About the Automatic Shutoff

If you forget to turn off the dictionary, it will turn off automatically in about two minutes.

Looking up a Word

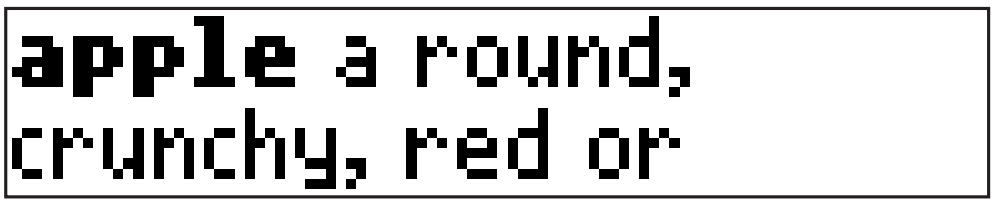
It’s easy to look up the definitions of words with your dictionary. Let’s learn how.

1. **Press CLEAR.**
2. **Type a word. For example, type *apple*.**



To make a correction, press ◁ and type your changes. To erase letters, use **BACK**. To type a space, press ▷. You do not need to type capitals to find definitions, but if you want to, hold down **SHIFT** while you type a letter.

3. **Press ENTER to see its definition.**



4. **Press ▽ to read more of the definition.**
5. **Press CLEAR when you are finished.**

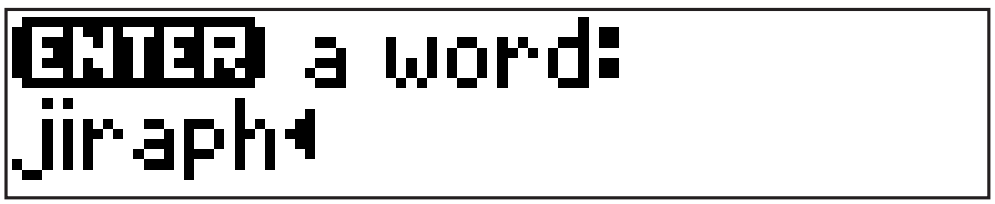
✓ Just Follow the Arrows

Do you see the flashing arrows at the right of the screen? They show you which arrow keys you can press to see more words in lists and definitions.

Correcting Misspellings

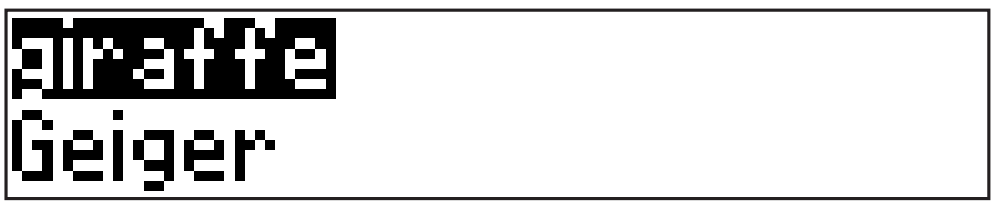
If you misspell a word, the dictionary automatically shows you a list of spelling corrections.

1. **Press CLEAR.**
2. **Type a misspelled word. For example, type *jiraph*.**



3. **Press ENTER.**

   Press ▽, if necessary, to highlight the correct word.



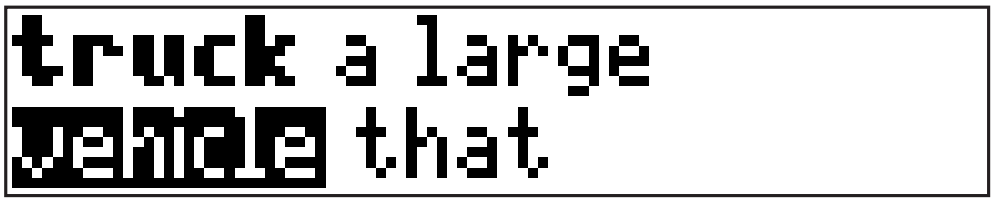
4. **Press ENTER to see its definition.**

5. **Press BACK to go back to the corrections.**
6. **Press CLEAR when you are finished.**

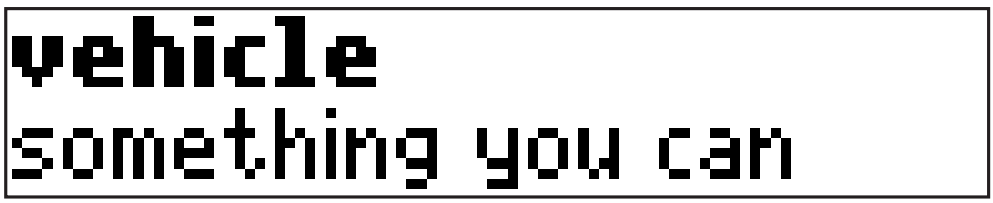
Jumping to a Word

If you want to learn the meaning of a word that you see in a definition, you can highlight the word and then jump to its definition.

1. **Press CLEAR.**
2. **Type a word. For example, type *truck*.**
3. **Press ENTER to see the definition.**
4. **Press ENTER again to start the highlight.**
   To turn off the highlight, press **BACK**.
5. **Press the arrow keys to highlight a word. For example, highlight *vehicle*.**



6. **Press ENTER to jump to the definition of the highlighted word.**



7. **Press BACK to go back to the word that you typed.**
8. **Press CLEAR when you are finished.**

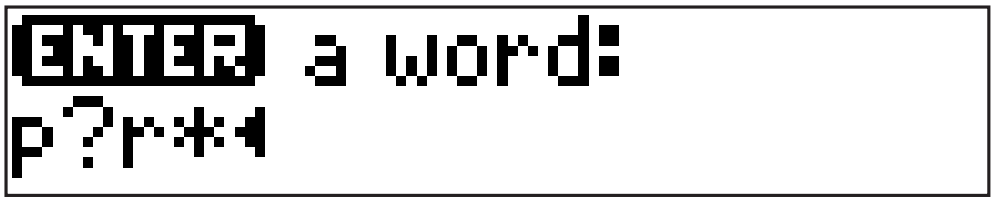
Finding Letters in Words

If you don't know how to spell a word, type a question mark (?) in place of each letter that you are unsure about. To find prefixes, suffixes, and other parts of words, type an asterisk (✻) in a word. Each asterisk stands for a series of letters.

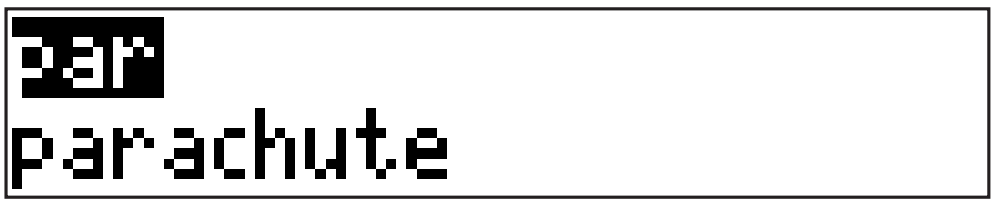
You can type more than one question mark or asterisk in a word. You can also use ?s and ✻s to help you solve crossword puzzles and other word games. Try this example.

1. **Press CLEAR.**
2. **Type a word with ?s or ✻s in place of letters. For example, type *p?r✻*.**

   To type an asterisk, hold **SHIFT** and press **?**.



3. **Press ENTER.**

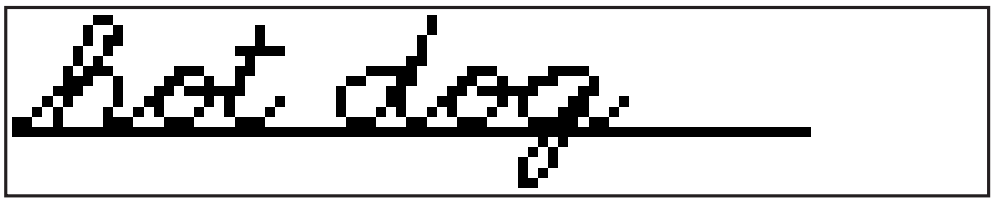


4. **Use ▽ to highlight a word.**
5. **Press ENTER to see the definition of the highlighted word.**
6. **Press BACK to go back to the matches.**
7. **Press CLEAR when you are finished.**

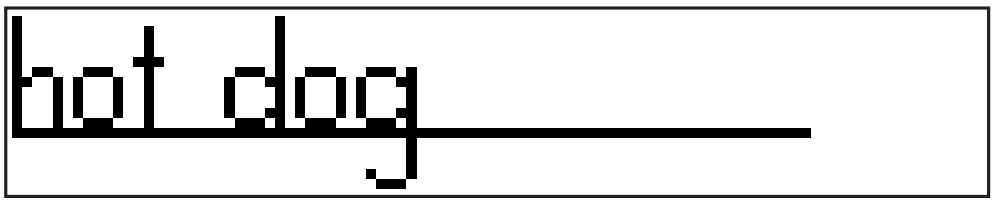
Writing Letters and Words

The dictionary can write letters and words in both cursive script and manuscript printing.

1. **Press CLEAR.**
2. **Type or enter one or more words. For example, type or enter *hot dog*.**
   To type a space, press ▷.
3. **Press ABC to see the word(s) written in cursive script.**



   To see the word(s) written again, press **ENTER**. If the word is too long to fit on the screen, use ▷ to see it.
4. **Press ABC again to see the word(s) written in manuscript printing.**



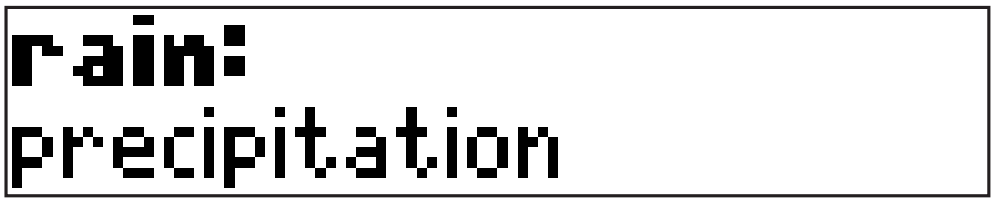
✓ Changing the Writing Speed

You can change the speed of the handwriting by pressing **LIST**, pressing ▽ until you see *Handwriting Speed*, and then pressing ◁ or ▷.

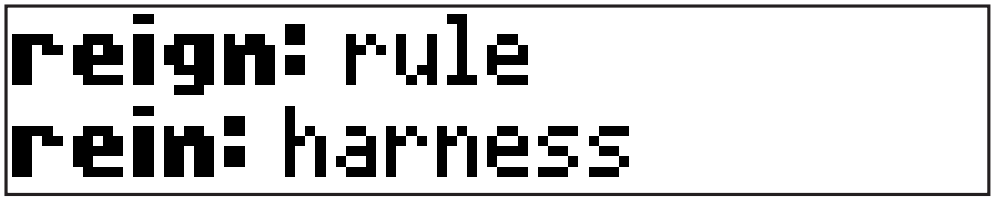
Viewing Confusables®

Confusables are words that are spelled or sound alike that people often confuse. When you see a question mark flashing to the right of a word, that word has Confusables.

1. **Press CLEAR.**
2. **Type *rain* and then press ENTER.**
   Notice the flashing question mark.
3. **Press ?.**



   Each confusable is followed by a word that explains its meaning.
4. **Press ▽ to view more Confusables, if any.**



5. **To jump to the definition of a word, highlight it and press ENTER.**
   To learn how to highlight a word, read "Jumping to a Word."
6. **Press BACK to go back to the Confusables.**
7. **Press CLEAR when you are finished.**

Saving Words for Study

You can save as many as 80 words in your own word list for study and review. You can add words to the list that are not found in this dictionary, but they take up more space in your list.

To Add a Word to Your List

1. **Press CLEAR.**
2. **Press LIST.**
3. **Press ▽ or △ until you see *Add a Word* and then press ENTER.**
4. **Type a word and then press ENTER.**
   If the word is not in this dictionary, press ▽ or △ to see your options and then press **ENTER** to select one.

- or -

1. **Press CLEAR.**
2. **Type a word and press LIST.**
   You can also type a word, press **ENTER** to see the definition and then press **LIST**.
   Note: You can also add highlighted words in definitions, spelling correction lists or Confusables® lists. To learn how to highlight a word in a definition, see “Jumping to a Word on page 7.
3. **Press LIST.**
4. **Press ENTER to add the word.**

To See Your Words

1. **Press LIST.**
2. **Press ▽ or △ to see *See Your Words* and then press ENTER.**
3. **Press ▽ or △ to highlight a word.**
4. **Press ENTER to see its definition, ABC to see it written, or ? to see its Confusables, if any.**

To Erase a Word

1. **Press LIST.**
2. **Press ▽ or △ to see *Erase a Word* and then press ENTER.**
3. **Press ▽ or △ to highlight a word.**
4. **Press ENTER to erase the highlighted word or press BACK to cancel.**

To Erase Your Entire List

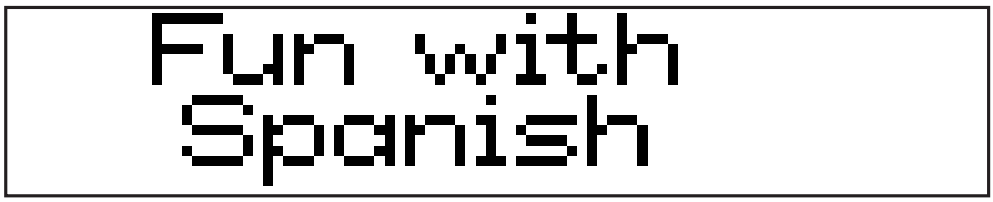
Note: When you erase your list, all words in your list are erased.

1. **Press LIST.**
2. **Press ▽ or △ to see *Erase List* and then press ENTER.**
3. **Press Y to erase your list or press N to cancel.**

Having Fun with Spanish and French

Have fun learning Spanish and French by reading the list of helpful phrases.

1. **Press GAMES.**
2. **Press ▽ or △ to see *Fun with Spanish* or *Fun with French* and then press ENTER.**



3. **Press ▽ or △ to scroll through the list of phrases and press ENTER when the one you want is highlighted.**

   The English phrase will be shown followed by either the Spanish or French translation, depending on which list you picked.

4. **Press CLEAR when you are finished.**

This unit may change operating modes due to Electro-static Discharge. Normal operation of this unit can be re-established by pressing the reset key, **ON/OFF** or by removing/replacing batteries.

Changing Game Settings

Your dictionary has six fun word games. You can choose a skill level (easy or hard) and which game words (all or your list) to use.

1. **Press GAMES.**
2. **To change the skill level, press ▽ or △ to see *Skill Level* and then press ◁ or ▷ to switch between settings.**

   The check marks your current setting.
3. **To change the game words, press ▽ or △ to see *Game Words* and then press ◁ or ▷ to switch between settings.**

✓ Understanding the Skill Levels

The skill levels change the number of guesses in *Hangman*, the difficulty of the computer opponent in *Tic-Tac-Toe*, and the number of letters in *Jumble*, *Flashcards*, and *Guess That Word*. *Tic-Tac-Toe 2*-Player is unaffected by the skill level.

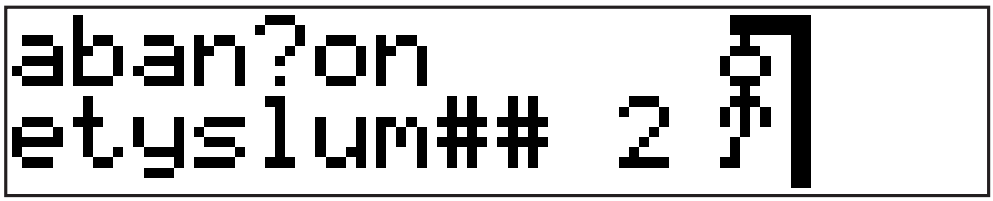
✓ Understanding the Game Words

If you choose *All*, the game words will be chosen at random from the dictionary. If you choose *Your List*, the game words will be from the words in your list. Words in your list that have capitals, punctuation, spaces or are too long will not appear in the games.

Hangman

Hangman challenges you to guess a mystery word, indicated by ?s, one letter at a time.

1. **Press GAMES, if needed.**
2. **Press ▽ or △ to see *Hangman* and then press ENTER.**
3. **Type letters you think are in the word.**



4. **To give up and reveal the word, press ?.**
5. **To see the definition of the word, press ENTER.**

   To go back to the game, press **BACK**.
6. **Press ▷ to play a new round.**

Jumble

Jumble scrambles the letters of a mystery word. You must unscramble all the letters to form the word. **Note**: When you are playing *Jumble* using *Your List*, only words that are in this dictionary's word list will appear as game words.

1. **Press GAMES, if needed.**
2. **Press ▽ or △ to see *Jumble* and then press ENTER.**

3. **To shuffle the letters, press ENTER.**

4. **Type your guess and press ENTER.**
5. **To give up and reveal the word, press ?.**
6. **Press ENTER to see the definition of the word.**

   To go back to the game, press **BACK**.
7. **Press ▷ to play a new round.**

Flashcards

Flashcards flashes words for you to spell or say.

1. **Press GAMES, if needed.**
2. **Use ▽ or △ to see *Flashcards* and then press ENTER.**

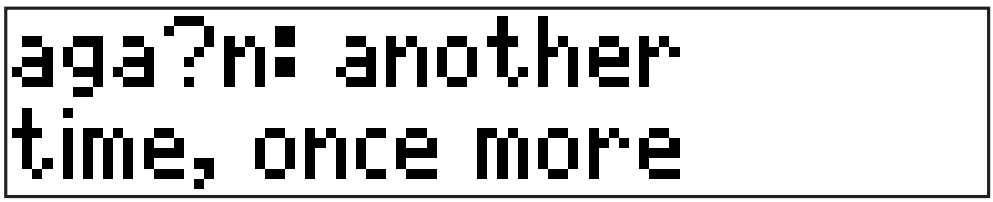
3. **Press SPEAK to hear the word.**
4. **Press ENTER to see the definition of the word.**

   To go back to the game, press **BACK**.
5. **Press ▷ to play a new round.**

Guess That Word

In *Guess That Word*, you must type the missing letters in the mystery word.

1. **Press GAMES, if needed.**
2. **Press ▽ or △ to see *Guess that Word* and then press ENTER.**



   To read the definition of the mystery word, press ▽, if needed.

3. **If needed, use ▷ or ◁ to select a missing letter, and then type the letter that you think belongs there.**
4. **Continue typing letters until the word is complete or no more tries are left, or press ? to give up and reveal the word.**
5. **Press ▷ to play a new round.**

✓ Seeing Your Score

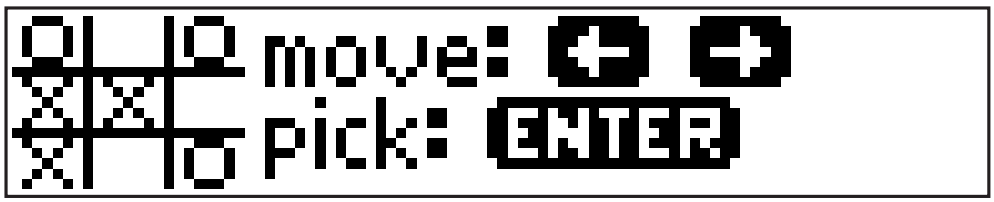
Your score appears after each round of most games until you change games or until you exit the game.

Tic-Tac-Toe

In *Tic-Tac-Toe*, your challenge is to get three X's in a row before your computer opponent can get three O's in a row.

1. **Press GAMES, if needed.**
2. **Press ▽ or △ to see *Tic-Tac-Toe* and then press ENTER.**
3. **Use the arrow keys to move your X to the spot that you want and then press ENTER.**

   The computer will place its O.



4. **Continue playing until one side wins or the round ends in a tie.**
5. **Press ▷ to play a new round.**

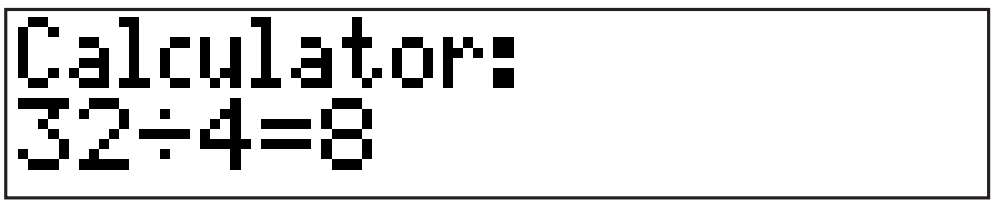
✓ Playing Tic-Tac-Toe 2-Player

Tic-Tac-Toe 2-Player is the same as regular *Tic-Tac-Toe* except that you play with a friend instead of against the computer. One player plays X and the other plays O.

Using the Calculator

You can use the dictionary's calculator to check your arithmetic homework.

1. **Press CALC.**
2. **Type a number.**
   The keys **Q-P** will automatically type the numbers *1-0*.
3. **Press △ (+), ▽ (-), ◁ (x) or ▷ (÷) to add, subtract, multiply or divide.**
4. **Type another number.**
5. **Press ENTER (=) to make your calculation.**



To make another calculation, press **C (CALC CLR)**.

Press **CLEAR** to go to the *Enter a word* screen.

FCC Notice

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient or relocate the receiving antenna.

–Increase the separation between the equipment and receiver.

–Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

–Consult the dealer or an experienced radio/TV technician for help.

NOTE: This unit was tested with shielded cables on the peripheral devices. Shielded cables must be used with the unit to insure compliance.

NOTE: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

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(C) WARRANTY SERVICE: UPON DISCOVERING A DEFECT, YOU MUST CALL FRANKLIN’S CUSTOMER SERVICE DESK, 1-800-266-5626, TO REQUEST A RETURN MERCHANDISE AUTHORIZATION (“RMA”) NUMBER, BEFORE RETURNING THE PRODUCT (TRANSPORTATION CHARGES PREPAID) TO:

FRANKLIN ELECTRONIC PUBLISHERS, INC.
ATTN: SERVICE DEPARTMENT
ONE FRANKLIN PLAZA
BURLINGTON, NJ 08016-4907

IF YOU RETURN A FRANKLIN PRODUCT, PLEASE INCLUDE A NOTE WITH THE RMA, YOUR NAME, ADDRESS, TELEPHONE NUMBER, A BRIEF DESCRIPTION OF THE DEFECT AND A COPY OF YOUR SALES RECEIPT AS PROOF OF YOUR ORIGINAL DATE OF PURCHASE. YOU MUST ALSO WRITE THE RMA PROMINENTLY ON THE PACKAGE IF YOU RETURN THE PRODUCT, OTHERWISE THERE MAY BE A LENGTHY DELAY IN THE PROCESSING OF YOUR RETURN. WE STRONGLY RECOMMEND USING A TRACKABLE FORM OF DELIVERY TO FRANKLIN FOR YOUR RETURN.

Product Information

Model: HW-1216 *Children's Speller & Dictionary*
- **Dimensions**: 2 x 9.5 x 14 cm
- **Weight**: 4 oz
- **Batteries**: 4 AAA, 1.5-volt
- **Screen size**: 17 x 79 continuous pixel

Cleaning, Storage, Problems

To clean this spelling corrector, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly on the spelling corrector. Don't use or store this dictionary in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with your unit, refer to the limited warranty. For sales and customer service, please call 1-800-266-5626.

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Limited Warranty (outside U.S., EU and Switzerland)

This product, excluding batteries and liquid crystal display (LCD), is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced with an equivalent product (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.
Products purchased outside the United States, the European Union and Switzerland that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.
This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

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Rev A

Your Notes